

# Mean Field Games and the Invisible Hand

In the context of mean field games (MFGs), the collective minimization of a global functional arises from individual agents solving their own optimization problems. Consider the following system for  $(u, m)$  on  $\Omega \subset \mathbb{R}^d$  and  $[0, T]$ :

$$\begin{cases} -\partial_t u(t, x) - \nu \Delta u(t, x) + H(x, Du(t, x), m(t)) = F(x, m(t)), \\ \partial_t m(t, x) - \nu \Delta m(t, x) - \nabla \cdot (m(t, x) D_p H(x, Du(t, x), m(t))) = 0. \end{cases}$$

Here:

- $u$  is the value function for individual agents.
- $m$  is the population density.
- $H(x, p, m) = \inf_{\alpha} (L(x, \alpha, m) + p \cdot b(x, \alpha, m))$  is the Hamiltonian.

## Global Functional Minimization

At equilibrium, the system minimizes the global functional

$$\mathcal{J}(m) = \int_0^T \int_{\Omega} [L(x, \alpha^*(t, x), m(t)) m(t, x) + F(x, m(t))] dx dt + G(m(T)),$$

where  $\alpha^*(t, x)$  is the optimal control derived from  $u$  via

$$\alpha^*(t, x) = \arg \min_{\alpha} (L(x, \alpha, m(t)) + Du(t, x) \cdot b(x, \alpha, m(t))).$$

## Connection to the Invisible Hand

1. Each agent minimizes their own cost functional:

$$J(x_0, \alpha) = \mathbb{E} \left[ \int_0^T L(t, X_t, m(t), \alpha_t) dt + g(X_T, m(T)) \right].$$

2. The population density  $m(t)$  evolves through the Fokker-Planck equation, determined by the collective dynamics of all agents.
3. At equilibrium, individual rational actions minimize  $\mathcal{J}(m)$ , representing the total cost of the population.

Thus, individual optimization leads to collective optimality, analogous to the invisible hand in economics: decentralized self-interested behavior results in globally efficient outcomes.

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